Lycanthrope

One of the first things you need to determine when creating a lycanthrope character is: under what circumstance have you decided to join an adventuring party? Lycanthropes typically do not share their dark secret with just anyone. Are you using them as an escape, is there anyone among the group you are already acquainted with, or have they discovered your disease and wish to aid you in finding a cure?

A lycanthrope never lives an ordinary life. They are always faced with many hardships because of their condition. It is very highly recommended that you take the lycanthrope background associated with this class.

There are actually two types of the lycanthropy disease, most humanoid races infected by this ailment possess the ability to transform into a dire wolf hybrid, but kobolds also have their own form of lycanthropy which allow them to transform into dire weasel hybrids. They are functionally the same and possess the same reputation. The only difference is your preference of starting race.

Quick Build

You can make a lycanthrope quickly by following these suggestions. First, Constitution should be your highest modifier, followed by Strength. Second, select the Athletics and Perception skills.

Class Features

As a lycanthrope, you gain the following features.

Hit Points

Hit Dice: 1d12 per lycanthrope level.
Hit Points at 1st level: 12 + your Constitution modifier
Hit Points at higher levels: 1d12 (or 7) + your Constitution modifier per lycanthrope level after first.

Proficiencies

Armor: None
Weapons: Simple weapons, longswords, morningstars
Tools: None

Saving Throws: Strength, Constitution
Skills: Choose two from Animal Handling, Athletics, Deception, Insight, Intimidation, Nature, Perception, and Survival.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a morningstar or (b) a longsword
- Two hand axes
- An explorer's pack

The Lycanthrope

Level	Proficiency Bonus	Features	Transformations
1st	+2	Hybrid Form, Frenzied State, Tough Hide	2
2nd	+2	Monstrous Might	2
3rd	+2	Ravenous Appetite, Terrify	3
4th	+2	Ability Score Improvement	3
5th	+3	Bloodthirsty, Combat Initiate	3

Hybrid Form

During your turn, you can use an action to invoke a partial transformation. You enter a state known as your hybrid form, your body increases in size and weight, and takes on some of the visual characteristics of your beast self while gaining the following benefits:

- Your speed increases by 10 feet.
- You gain temporary hit points equal to your lycanthrope level x5.
- Your Armor Class becomes 13 + your Dexterity Modifier + your Constitution modifier while you remain in this form.
- You become proficient with Perception (Wisdom) checks that rely on smell and Intimidation (Charisma) checks.
- You gain a bite attack capable of dealing 1d8 + your Strength modifier and a claw attack that deals 1d4 + your Strength modifier.

If you are able to cast spells, you can't cast them or concentrate on them while transformed.

Your transformation lasts 1 minute. It ends early if you are knocked unconcious. You can also transform back to normal on your turn as a bonus action. Armor is incompatiable with the transformation, light armor will automatically be destroyed by the process, while medium and heavy armor will cause 1d8 bludgeoning damage and restrain you until you make Strength check to free youself where the DC equals the armors base Armor Class.

Once you have transformed the number of times shown for your lycanthrope level in the Transformations column of the Lycanthrope table, you must finish a long rest before you can transform again.

Frenzied State

While in your hybrid form, the taste of blood, or the sight of the full moon can easily send you into a frenzied state. Succeed on a Wisdow saving throw DC 10 for blood and 12 moon or lose control of yourself. This invokes your full beast form transformation which is even larger than your previous hybrid form and you suffer the following consequences:

- Your speed increases by an additional 10 feet.
- You cannot distinguish between you allies and your enemies.
- You will always attack the closest creature to you.
- Your bite attack now deals 1d8 + your Strength modifier + 2 and your claw attack also now deals 1d4 + your strength modifier + 2.

Full transformation lasts an hour. It ends early if you are knocked unconscious. You can no longer transform back to normal of your own free will.

The effect of the full moon ignores the maximum number of times you are capable of transforming as shown in the Transformations column of the Lycanthrope table, instead you suffer a point of exhaustion upon reverting back to your original form regardless of how you it is accomplished.

Tough Hide

The lycanthropy disease does not come without its plus sides. Your skin has become more durable as a result of your illness. While you are not wearing armor or transformed, your Armor Class equals 10 + your Dexterity Modifier + your Constitution modifier.

Monstrous Might

At 2nd level, the beast blood that courses through your vains further empowers you. Whenever you make a check or saving throw that relies on Strength, you can choose to give yourself advantage on the roll. You can use this feature a number of times equal to half your Strength modifier (a minimum of once) per long rest.

Ravenous Appetite

At 3rd level, your hunger for humanoid flesh can play to your advantage. On your turn while you are transformed you can use an action to feast on a nearby corpse to replenish your strength. Feeding on fresh cadaver regains hit points equal to 1d8 + your Constitution modifier.

Terrify

Also a 3rd level, you can distill fear in the hearts of your enemies while you are transformed. On your turn you can use your action to rear back and let out a blood curdling cry. It can be a howl or a screech depending on your type of lycanthropy. All enemies within a 30-feet-radius must succeed on a Wisdom saving throws or become frightened of you. Your cries DC equals 10 + your Charisma modifier.

Ability Score Improvement

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Bloodthirsty

At 5th level, while you are transformed. When an attack you make reduces a creature with blood to 0 hit points, as a free action you can leap up to 10 feet and make another attack roll against an enemy, provided they are in range. If you reduce the new target to 0 hit points as well, you can repeat the process until there are no more enemies in range or you fail to reduce a creature to 0 hit points with your attack.

Combat Initiate

Once at 5th level, your lycanthropic abilities have reached their max potential. During which time you have been practicing the art of combat. When multiclassing, your Lycanthrope class levels count as either Barbarian, Fighter, or Monk levels (chosen once, and cannot change).

Dire What?

There are several kinds of lycanthrope's outside of the common werewolf. Other forms of lycanthropy include, but are not specifically limited to:

- Werebadger
- Werebats
- Werebears
- Wereboars
- Werefoxes
- Wererats
- Weretigers
- Wereweasels

The transformation into a dire weasel is an exclussive form of lycanthropy specific to kobolds, who are incapable of ever being any other kind of lycanthrope. Though all other races are capable of being any kind of lycanthropic animal, except the weasel, and each animal form varies in size and weight (though their functionalities remain the same).